

Synopsis

Imaginary Problems is about a virtual support group for children's imaginary friends, sharing difficulties and offering imaginative solutions to real problems. The game is an improv-heavy LARP intended for three-to-five players over a digital medium, to be played in around two hours. The game is built to support a wide variety of experiences, ranging tonally from light, breezy, and comedic, to dark, heavy, and melancholy. There are suggestions for ways to calibrate your play to fit the tone and feel that works best for your group.

Players: 3 - 5 (1 person will be the Timekeeper)
Duration: approximately 2 hours
Objective: Work with the group to find imaginative solutions to real Problems your Kid is having.
Supplies: digital or physical writing/drawing platform, if remote playing you need a meeting application (Discord, Zoom, etc)
Optional: online number generator or 1d10

Character Creation

These games are intended to help get you in a playful mindset and will have an impact on your choices when building your characters. Don't try to make sense of it. It will likely feel chaotic, it may feel silly, it may make zero sense. Just keep going, just keep playing. Keep in mind particular moments that feel evocative, or funny, or cool. But most importantly, lean into it and have some fun.

Play Time, Fun Time:



Game 1- Hidden Count

Let's start with a group counting game! Everyone will close their eyes or look away from the video and try to count to 14. No one can say two numbers in a row. If two people say the same number or overlap (even a little bit), you have to start over.

Game 2 – Let's Jam

One person starts by making a repetitive sound using only their body. You can hum, you can drum, you can beatbox, or whatever sounds fun! The rest of the group joins one by one until you have a fun symphony of noises.

Take Note: What was your sound?

Game 3 – Gifts

Everyone loves presents! Let's give each other gifts until all players receive at least 4 gifts. The gift you give needs to start with the last letter of the gift received. A sample script is in the box.

Take Note: What gifts did you receive?

David - Ceridwen, I have a gift for you.
Ceridwen – What is it?
David – It's a nose booger.
Ceridwen – Thanks... Gilbert, I have a gift for you.
Gilbert – Oh yeah? What is it?
Ceridwen – It's a regifted nose booger.

Game 4- The Colors

Pick a color and think of things/feelings/actions you associate that color with, for example red for angry or fire truck. Take turns acting/emoting your color descriptors until your group guesses the color.

Take Note: What was your color and what were the descriptors?

Game 5- Drawing Time!

Everybody draws a picture but don't try to make it something, and don't feel the need to rush. Create something random, purely without thinking! Use squiggles, shapes, colors, whatever moves you. Share your drawing with the group once you are finished.

Glue it All Together

Your sound from Let's Jam is how your character's voice sounds to your Kid, but not other Imaginaries. Draw inspiration from at least 2 of your gifts, as items your character wears, has, or is. Use the color descriptors to inspire your character's name, such as Grassy Jill, or Mr. Elephant, or Fire Duck. Your drawing is how you appear to your Kid.

Finally, a Dash of Glitter and Walrus:

For the last part, everyone should turn off their cameras and think about their character and create their Kid. Pick at least two adjectives to describe your kid. Think about how old they are, what they want to be when they grow up, what they do for fun, how they play with you, etc. You may be imaginary, but your Kid is real.



Playing the Game

Format of Play

The game is broken down into 3 Sessions, set one week apart from each other. Each Session starts with setting the tone of The Event which some Kid Problems might be related to. The tone of The Event is established by a Vote. Then players then generate or select a Kid's Problem. When everyone is ready the group gets into character, taking turns stating The Mantra. After the last player states the Mantra, the Timekeeper starts a 20 minute timer. When the session gets to 20 minutes players need to wrap up the session.

Format of a Session

1. Vote for the tone of The Event
2. Generate/Chose a Kid's Problem
3. State Mantra
4. Take turns sharing problems and imagining solutions

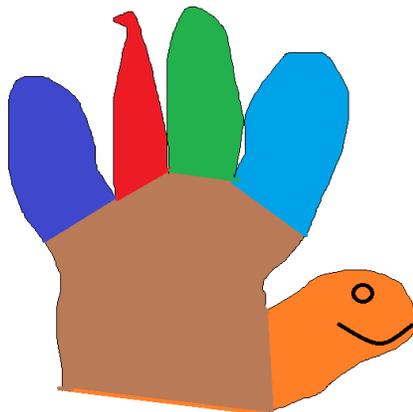
The Vote and Event



At the start of each Session, everyone holds up fingers to show on a scale of 1-5 how light or dark they want the tone of The Event to be. The Events are things that have happened in the world, that may or may not affect the Kids. As a group use this information to agree on a tone. (In general default to the lowest tone.) The Timekeeper selects an Event from the Event List and posts it in the chat.

For more ideas visit <https://www.unnamedgameco.com/imaginary>

1	<ol style="list-style-type: none"> 1. A truck of margarine has spilled all over the freeway, 4 lanes of traffic blocked, delays imminent. 2. Someone in town mad the COUNTY'S LARGEST PIZZA but dropped it before it could be eaten. 3. Hunter finds 3 eyed Moose in the forest, does not shoot it. 4. The circus came to town, and three trained monkeys are loose.
2	<ol style="list-style-type: none"> 1. The new Playstation is completely sold out 2. The Blanket Fort Warriors, the most popular TV show EVER has been cancelled. 3. The school took all the candy and soda from the vending machines 4. Due to new research, recess at school has been reduced by 5 minutes daily.
3	<ol style="list-style-type: none"> 1. Worst fires in a decade, all families urged to stay indoors for a few days, power outages may occur intermittently over the next few weeks. 2. Hamstar Pizza burns down in a fire that occurred overnight due to an oven being left on. 3. Local Mall Santa arrested for drunk and disorderly conduct. 4. Playground equipment permanently removed from park after child punctures lung.
4	<ol style="list-style-type: none"> 1. 5.9 earthquake strikes outside major city, hundreds injured, many still unaccounted for. 2. Mrs. Trudy Howell, beloved Kindergarten teacher, dies suddenly of brain aneurysm. 3. Plane crashes in a nearby field, no passengers survive. 4. Drugs found in local elementary school's locker room.
5	<ol style="list-style-type: none"> 1. A global pandemic has cancelled schools and forced families to stay at home 2. "School shooting leaves 14 dead, many wounded. More details as they're available, Tom." 3. Kid from town over kidnapped from sleepover, hunt to find them ongoing. 4. Elementary School student found dead after repeated bullying online.



Kid's Problem

Players get to calibrate the severity of their Kid's problems too! The tone that the player chooses does not need to be the same as the tone chosen by the group for The Event, but should try and stay close. Once you have selected the tone you want, you can roll 1d10 to select from the lists below, or you can pick a prompt that looks fun! You can also make up your own idea or continue a problem from a previous session with additional complications.

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1	<ol style="list-style-type: none"> 1. My kid missed PE because of the Event 2. My kid missed cartoons because of the Event 3. My kid's school bus arrived at 7:52 4. My kid's science folder is the wrong color 5. My kid sang the wrong song 	<ol style="list-style-type: none"> 6. My kid lost their favorite card 7. My kid tried to lick their elbow and couldn't 8. A magician pulled a coin from my kid's ear 9. My kid's feetie pajamas don't fit any more 10. My kid swallowed a watermelon seed
2	<ol style="list-style-type: none"> 1. My kid's uncle from Houston was at the Event 2. My kid keeps drawing the Event 3. My kid's best friend got an iPad 4. My kid was corrected, and no longer says "ambalamps" 5. My kid will only eat macaroni and cheese for every meal. 	<ol style="list-style-type: none"> 6. My kid had to eat broccoli 7. My kid's dandelion fluff didn't fly away 8. My kid's dandelion fluff flew away 9. My kid's favorite color changed, and I had to change color 10. My kid wasn't allowed to drink from an open bottle they found in a puddle
3	<ol style="list-style-type: none"> 1. My kid didn't understand the Event 2. My kid talks about the Event all the time 3. My kid's sibling broke my kid's favorite toy 4. My kid threw dog poop 5. My kid cut their own hair 	<ol style="list-style-type: none"> 6. My kid pooped their pants 7. My kid stubbed their toe, and the nail fell off 8. My kid saw a monster 9. Auntie gave my kid pickles for their birthday 10. My kid got bubblegum in their hair
4	<ol style="list-style-type: none"> 1. My kid is feeling lonely without friends around 2. My kid doesn't believe the Event happened 3. The Event has made my kid have nightmares. 4. My kid got laughed at in class 5. My kid ate dog poop 	<ol style="list-style-type: none"> 6. My kid broke their great-granpa's ashes. 7. My kid hit their sister, and got grounded 8. My kid got into a fight at school 9. My kid got a note for their parents 10. My kid broke their arm
5	<ol style="list-style-type: none"> 1. My kid was there for the Event. 2. The Event involved my kid's best friend. 3. My kid's mom lost all their hair. 4. My kid's daddy screams and breaks things. 5. My kid is very sick and needs a machine to help them breathe. 	<ol style="list-style-type: none"> 6. My kid's parents are losing the house 7. My kid gets really angry at me 8. My kid hasn't talked to me since last week 9. One of my kid's parents left forever 10. My kid overheard mommy say, "Daddy doesn't love me anymore"

State the Mantra

To start the session, each person takes a turn stating The Mantra:

"I may be imaginary, but my kid is real. I may be made up, but my feelings aren't. I may live in someone's imagination but the world around me is real"

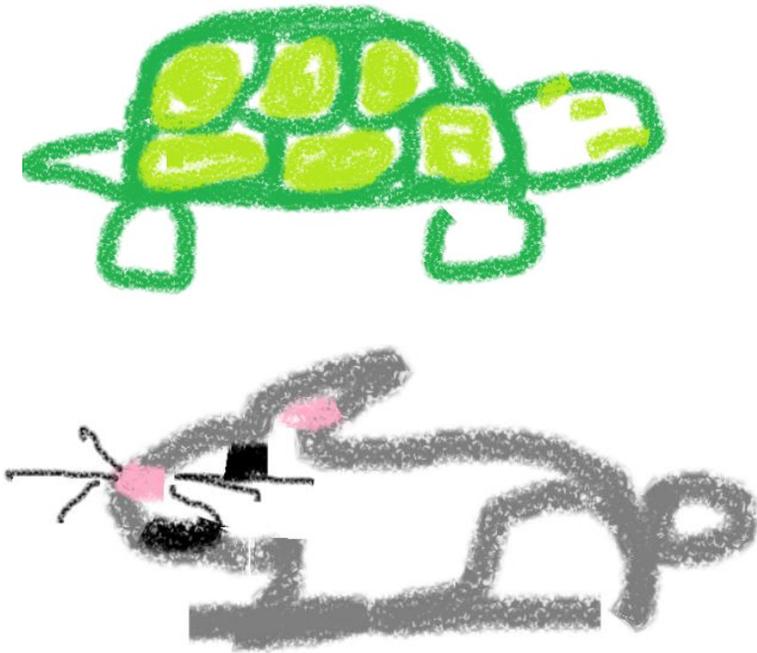
When the last person has stated their Mantra, the Timekeeper starts a 20-minute timer.

Imagine Solutions!

The world is changing rapidly, and kids are not immune to the effects. An imaginary friend is someone kids create to play with and help them cope with confusing and difficult circumstances. Your imaginary friend is also not immune to these changes and will have emotional responses to the things going on in the world and in your Kid's life. It's good to embrace childlike logic. As imaginary friends you have the ability to do *anything* that can be imagined! Be ridiculous. Be adventurous. Embrace your inner child! Work with your other players to come up with ideas for how to resolve the problem, and above all else, have fun.

Epilogue and Celebration

At the end of the last session take a moment to be yourself! Gather your thoughts, then take turns giving your Kid an epilogue. This can be about their next week, year, or the rest of their life! Keep it brief – maybe a couple minutes. Once everyone has given an epilogue you should take a moment to celebrate the group's cleverness. This can either be taking turns telling your favorite parts, thanking someone for saying something that touched you, or just laughing at something silly that you liked. The important part of the celebration is to focus on the fun you had experiencing finding imaginative solutions with your imaginary friends.



Thanks From The Authors (in Haiku)

Gilbert (He/Him)

Thank you for Reading
It was a labor of love
Will you imagine?

David (He/Them)

This is our first game
We hope to make many more
We love you all lots

Ceridwen (They/Them)

This is a Haiku
It is also a "Thank You"
This is David's Fault